The **15ᵗʰ International Conference on Game and Entertainment Technologies** (GET 2022) (part of the IADIS 16ᵗʰ Multi Conference on Computer Science and Information Systems 2022) was held in Lisbon, Portugal, during **20-22 July 2022**.

This conference was organized by the International Association for Development of the Information Society (IADIS).

The conference tried to bring together research and practice from creative, social and business practitioners and researchers in this challenging field. The focus of this conference was on design, development and evaluation of games, entertainment technologies and the nature of play. Known to have been enjoyed since at least 30 BC, games and entertainment are a universal part of human experience and present in all cultures. Games and entertainment activities contribute to the social, emotional, psychological and physical well-being of human society. As game and entertainment technologies become increasingly more pervasive we are continually challenged in our work, learning and personal life by increased access to virtual spaces and communities that offer opportunities for everyday needs and aesthetic experiences. The 'Creative Industries' require design and development structures, techniques and methodologies that enrich, enhance and encourage new interaction modes, metaphors and in-depth co-creation.

This edition was published jointly with the 16ᵗʰ International Conference on Interfaces and Human Computer Interaction 2022. These events received 147 submissions from more than 24 countries. Each submission was anonymously reviewed by an average of five independent reviewers, to ensure that accepted submissions were of a high standard. Consequently, only 23 full papers were published. The overall acceptance rate corresponds to about 16%. A few more papers were accepted as short papers, reflection papers and posters.

Extended versions of the best papers were selected to be published in:

❖ the IADIS International Journal on WWW/Internet (IJWI). ISSN: 1645-7641

❖ the IADIS International Journal on Computer Science and Information Systems (ISSN: 1646-3692)

Besides the papers' and posters' presentations, the conferences also included a keynote presentation given by Professor Xiaoru Yuan, School of AI, Peking University, China.

**Keynote Presentation:**

**VISUALIZING THE COVID-19 PANDEMIC**

by Professor Xiaoru Yuan, School of AI, Peking University, China

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